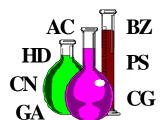
U.S. Army Center for Health Promotion and Preventive Medicine



Detailed Facts About Blister Agent Phosgene **Oxime**

(CX)

218-13-1096

Physical Properties of Blister Agent Phosgene Oxime

Chemical Structure

Chemical Formula

CH Cl₂ NOH

Description

CX may appear as a colorless, low-melting point (crystalline) solid or as a liquid. It has a high vapor pressure, slowly decomposes at normal temperatures; it has

a disagreeable, penetrating odor.

Molecular Weight

113.9

Boiling Point

53° to 54°C

Vapor Pressure (mm Hg)

11.2 @ 25°C (solid)

13 @ 40°C (liquid)

Freezing Point

35° to 40°C

Density

Liquid = no dataVapor = 3.9 (air = 1)

Solubility

Forms hydrate which is very soluble in water, (~70%)

Volatility

 $7.6 \times 10^4 \text{ mg/m}^3 @ 40^{\circ}\text{C}$

Toxicity Values

Beginning irritation (12 sec) = 0.2 mg-min/m^3 Unbearable irritation (1 min) = 3 mg-min/m^3 LCt_{50} = $3,200 \text{ mg-min/m}^3$

(estimated)

Exposure Limits

Workplace Time-Weighted Average - No standard available General Population Limits - No standard available

Toxic Properties of Blister Agent Phosgene Oxime

CX is an urticant producing instant, almost intolerable pain and local tissue destruction immediately on contact with skin and mucous membranes. It is toxic through inhalation, skin and eye exposure, and ingestion. Its rate of detoxification in the body is unknown.

Overexposure Effects

CX vapors are violently irritating to the eyes. Very low concentrations can cause inflammation, lacrimation, and temporary blindness; higher concentrations can cause corneal corrosion and dimming of vision. Contact with the skin can cause skin lesions of the corrosive type. It is characterized by the appearance within 30 seconds of a central blanched area surrounded by an erythematous ring. Subcutaneous edema follows in about 15 minutes. After 24 hours, the central blanched area becomes necrotic and darkened, and an eschar is formed in a few days. Healing is accompanied by sloughing of the scab; itching may be present throughout healing.

Emergency and First Aid Procedures

Inhalation: remove from the source <u>immediately</u>; give artificial respiration if breathing has stopped; seek medical attention <u>immediately</u>.

Eye Contact: flush eyes <u>immediately</u> with copious amounts of water; seek medical attention <u>immediately</u>.

Skin Contact: remove victim from the source <u>immediately</u>; decontaminate the skin <u>immediately</u> by flushing with copious amounts of water to remove any phosgene oxime which has not yet reacted with tissue; seek medical attention <u>immediately</u>.

Ingestion: do not induce vomiting; seek medical attention <u>immediately</u>.

Protective Equipment

Protective Gloves: Wear Butyl toxicological agent protective gloves (M3, M4

or glove set).

Eye Protection: Wear chemical goggles as a minimum; use goggles and

face shield for splash hazard.

Other: Wear a complete set of protective clothing to include

gloves and lab coat for general lab work; have an M9, M40,

or M17 mask readily available.

Reactivity Data

Stability: Unstable in metal; store in glass or enamel-lined storage

vessels.

Decomposition Rate: Half-life; gradually decomposes at reflux (129°C);

decomposes on storage above -20°C.

Hydrolysis Rate: Very slow in H₂O @ pH7; 5% decomposition in 6 days at

room temperature; reacts violently in alkaline solution.

Hydrolysis Products: Monohydrate: H

In hot acid: $CO_2 [HH_2OH]^{-+} Cl$ and HCl

Corrosive Properties: Corrosive to most metals.

Persistency Soil - approximately 2 hours.

Surface (wood, metal, masonry, rubber, paint) - relatively

nonpersistent.

Water - relatively nonpersistent.

References

1. Department of the Army Field Manual (DA FM) 3-9, Potential Military Chemical/Biological Agents and Compounds, 1990.

2. The Merck Index, An Encyclopedia of Chemicals, Drugs, and Biologicals, Eleventh Edition, Merck & Co., Inc., Rahway, New Jersey, 1989.

3. U.S. Army Chemical Command Materiel Destruction Agency, *Site Monitoring Concept Study*, 15 September 1993.